The creature exhibit warden posted rewards for the capture of every species in Grundo. Bounty hunters were soon trapping other Grundonians, and carting them off, against their wills, to be imprisoned in the museum. When the Gutangs kidnapped Princess Aruzia, they planned to sell her to the museum. The creature exhibit already had several Illipers, but a bona fide princess was considered a very valuable acquisition. The Gutangs were negotiating a price with the exhibit warden when Princess Aruzia was rescued. The highest price ever paid by the creature exhibit was for none other than Teddy Ruxpin's father. Till he was caught, everyone in Ying thought that Illiops were extinct. At the point that Teddy and Grubby run through Bounder Pass into Grundo, Mr. Ruxpin has been a prisoner for twelve years.

Some very determined Troll bounty hunters spent years searching for a Snow Monster. They moved to the Snow-covered Valley, claiming to be outdoorsmen. The valley Grunges always suspected that there was something foul about these Trolls, but could never figure out what it was. They appeared to be what they said they were. They made long expeditions into the mountains, and even showed the Grunges the maps that they were compiling of the region. But why did they need to be so heavily armed, if they were just enthusiastic backpackers? One day, they left on a trip, and did not come back.

On that expedition, they captured a Snow Creature. After years of methodical searching, and several sitings of the creatures, they managed to follow one back to its village. The creatures live in igloos, which would just look like mounds of snow from the air. The hunters reached the settlement as a snow storm hit the town. The trolls walked into the village, offering gifts and feigning friendship. They asked to be given shelter until the storm broke. Despite protests by some Snow Creatures that the flatlanders could not be trusted, they were given lodging.

True to their word, at the first break in the storm, the bounty hunters packed up and departed. But they just went out of sight, before sneaking back to the edge of the village. There, they found a very young Snow Creature, who was playing outside. He was enjoying his freedom after being cooped up indoors for a few days. He, was only a toddler, but loved to roll down the big snow drifts at the edge of town, making himself into a big snowball as he went. He had seen these unusual creatures several times in the past few days, and was happy to go with them. After walking for a little while, he wanted to go back, but they wouldn't let him. As they walked, the storm resumed, covering their tracks. That is how the Wooly What's-It was kidnapped from his parents.

Wooly was taken all the way to the MAVO Museum at MAVO Headquarters. There, the bounty hunters got a surprise. The warden laughed at them. "If he's a Snow Monster, I'm a Fob. That's an albino Tree Doldrum, and we already have Doldrums for days. Now get out of here." The Trolls protested, but were bruskly thrown out by MAVO bouncers.

After years of effort,the hunters were not prepared to give up so easily. They decided to keep the monster until he was bigger than a Tree Doldrum possibly could be. Then the warden would see the truth. They made camp near Leekee Lake, and devoted themselves to feeding Wooly constantly.

The Fobs saw the poor, baby prisoner, and felt very sorry for him. Whenever possible, they would sneak over to talk to him. He was too young to understand much of what had happened, but he was very homesick. They promised to help him. Their kindness was the first ray of hope that Wooly had seen since he left home.

Wooly was growing quickly, and becoming very cramped in his cage. The Fobs tried to reason with the bounty hunters. For a few days, they demanded that Wooly be set free. Finally, one of the Trolls became furious and grabbed the nearest Fob. As the troll reached for his knife, he said, "Maybe you'll be quieter in tonight's stew."

Wooly smashed out of his cage, and threw the Trolls into the lake. He threw their weapons and equipment in after them, and left with the Fobs. The bounty hunters were not seen again. So it was that a baby Snow Creature came to live at Rainbow Falls with the Fobs. They named him the Wooly What's-It, and raised him as one of their own. He became purple from drinking the Rainbow Falls water.

WOOLY'S PERSONALITY: Some individuals may aspire to be physically powerful, tough and intimidating. Wooly has an interesting perspective on these traits, since he possesses them. These are not the characteristics that Wooly values. In "Autumn Adventure," Wooly opts not to have a scary costume, because "that's too easy." He is easily scared himself, as shown when Teddy, Grubby and Gimmick pretend to be Mudblups in "Autumn Adventure." He chooses not to inflict this unpleasant experience on anyone else. Also, he wants to be challenged.

In "The Wooly What's-It," Wooly shows that he has great physical strength, but that it is not enough. He enrolls in Leota's class, because he seeks knowledge. His life has been confusing, since he was uprooted when very young. He is hungry to make sense of the world and his place in it. In "The Wooly What's-It" he is eager to do his family tree, and figure out his past. In "The Missing Princess," he speaks with awe about the Wizard, who "knows everything." That is what Wooly respects, and what he wants to achieve.

Wooly has a strong sense of good and bad. He has been the victim of evil, and it made him become dedicated to doing good. Once he finds a good cause, like rescuing Princess Aruzia, unblocking Rainbow Falls in "Faded Fobs," or saving the school tree in "The Wooly What's-It," he goes all out to help. At times like those, his physical strength is valuable, but it is only a means to an end. When Wooly does something bad, like breaking the Grunge's bat in "Teddy Ruxpin's Birthday," he is inconsolable. He is not sophisticated enough to understand degrees of goodness and badness. Breaking a bat is bad, period, so he feels terrible.

...continued page 4

He doesn't quite realize that breaking someone else's bat by accident is not nearly as bad as breaking it on purpose. If someone explained it to him, he would probably catch on.

Wooly does catch on when Teddy, Grubby and Gimmick explain in the song "Lets Call it History" in "The Wooly What's-It," that he shouldn't be scared of complicated words. After the song, Wooly says, "Those big words shouldn't be scarin' me. I'm tougher than that."

Due to Wooly's abduction as a baby, he is very suspicious of strangers, as is seen when the group first meets him in "The Missing Princess." However, once he has made friends, he will do anything for them. Wooly values his friends very highly. He is very eager to please and to help, because he wants so desperately to belong. Growing up with the Fobs his only friends and family, he could never fit in. This was painful, and he often felt alone. His friendship with Teddy, Grubby, and Gimmick means the world to him, because he has more in common with them. They are bigger, both physically and mentally, than the Fobs, who are kind but simple creatures. Teddy, Grubby, and Gimmick are sophisticated. They challenge and teach Wooly, and that is what he wants the most.

WOOLY'S SPEECH PATTERNS: Wooly's voice is low, boomy,gravelly and full of enthusiasm. His unrefined speech reflects his lack of education. He drops the "g" from "ing" at the end of words, as in "scarin'," and "somethin'." "Th" goes to "d" at the beginning of words, and "er" often goes to "uh," as in "Dis big rock was blockin' da watuhfall."

Wooly often greets his friends with "hiya," as in "Hiya Teddy," or "Hiya Fellas." He also sometimes says "fellers," as in "hi there fellers." When very excited, like when he meets Princess Aruzia in the TV special, and when the Fob eggs hatch in "Uncle Grubby," he says, "Oh boy!" He has also said, "Oh wow!" on occasion. Wooly sings "dum dee dum dum " to himself sometimes.

Wooly's vocal signature is a cross between growling, clearing his throat, and blowing air through his cheeks like a horse. It is written "Brbrbrbr." He uses it in many contexts, including when others might say "hmm." Wooly also makes this sound in moments of extreme physical exertion, and ferociously as a battle cry.

WOOLY IS:
BIG
GRUFF
PROTECTIVE
STRONG
HELPFUL
EAGER
GENTLE
INQUISITIVE
SHY

THE SOFTWARE IN CHRONOLOGICAL ORDER

1. THE DAY TEDDY MET GRUBBY
2. THE AIRSHIP
3. MISSING PRINCESS
4. FADED FOBS
5. ALL ABOUT BEARS
6. TAKE A GOOD LOOK
7. UNCLE GRUBBY
8. SPRINGTIME SINGTIME
9. TWEEG & THE BOUNDERS
10. THE MEDICINE WAGON
11. DO-ALONG SONGBOOK
12. GRUBBY'S ROMANCE
13. ONE MORE SPOT
14. LULLABIES
15. GRUNGE MUSIC
16. MUSHROOM FOREST
17. GRUNDO BEACH PARTY
18. DOUBLE GRUBBY
19. TEDDY'S BIRTHDAY
20. THE WOOLY WHAT'S-IT
21. SIGN OF A FRIEND
22. LOST IN BOGGLEY WOODS
23. AUTUMN ADVENTURE
24. TEDDY & THE MUDBLUPS
25. TEDDY'S WINTER ADVENTURE

MUDBLUPS

Sometimes a mess seems to have a will of its own. This tendency resulted in the spontaneous generation of the life forms known as Mudblups, shortly after the meteor landed in Grundo.

Mudblups are large, menacing creatures that live in caves in the southeast Great Desert. Actually, they live under the desert. Their network of caves and tunnels stretches great distances in all directions, like a tangled honeycomb. They are constantly digging new tunnels, and old ones cave in regularly, so it's impossible to predict just where in The Great Desert Mudblups are likely to turn up. Cave-ins are often caused by the activity of Trembly Fault.

The Mudblups are made of mud and other oozy stuff. They leave a trail of grime, like a snail, wherever they go and on everything they touch. Mudblups and their trails have a pungent, messy odor.

Since Mudblups live in the dark, bright light hurts their eyes. Underground, they carry large but faint flashlights, which look suspiciously like clubs. Gimmick and Teddy use bright lanterns to drive away Mudblup guards in "The Missing Princess." Due to their sensitive eyes, Mudblups only go outside at night and on extremely cloudy days. Even on overcast days, Mudblups don't go far from their caves, because they have been known to dissolve in heavy rain.

At night, Mudblups go outside to collect roots and look for prisoners. They love Grubby's cooking, since he is a root connoisseur. When Mudblups are lucky enough to find prisoners, they lock them up in underground cells. Eventually, the captives are put to work, digging new tunnels and doing menial chores, like cooking, and spreading mud on the floors wherever it looks too clean.

There is an ongoing feud between the Mudblups & Mole People. Mudblup raiding parties are always being sent off to take captives and destroy the Mole People colony. Usually, the Mudblups don't do much harm, since the Mole People are much smarter than they are. The Mole People often block or divert Mudblup tunnels, to keep the Blups off the track. Even though the colony has been in the same place for years, the Mudblups don't find it very often.

The messiest Mudblup is selected to be king of all Mudblups. Usually, this is also the biggest Blup. When there is a challenger for the throne, he and the reigning monarch have a competition called a "mess-off." It is a combination between a mud-wrestling match and a political debate. Needless to say, there is rampant mudslinging. The victor is awarded the royal scepter, and assumes absolute authority.

SPEECH PATTERNS: Mudblups speak in very low voices. They sound slow and burbbly like a record that has been slowed to a very slow speed, or a basso profundo underwater...maybe not underwater, but at least gargling. They use short, abrupt words, which are usually commands, like "keep moving," and "lock them up."

MUDBLUPS ARE:

MENACING	LARGE	GRUFF	SCARY
NOT TOO BRIGHT	MESSY	CLUMSY	MEAN

SOFTWARE TITLES

TEDDY RUXPIN

601.01 "THE AIRSHIP"
601.02 "LULLABIES"
601.03 "THE FADED FOBS"
601.04 "TEDDY AND THE MUDBLUPS"
601.05 "GRUBBY'S ROMANCE"
601.06 "THE WOOLY WHAT'S-IT"
601.07 "GRUNGE MUSIC"
601.08 "TEDDY RUXPIN'S WORKOUT"
601.09 "TAKE A GOOD LOOK"
601.10 "ALL ABOUT BEARS"
601.11 "TWEEG AND THE BOUNDERS"
601.12 "THE MISSING PRINCESS"
601.13 "TEDDY'S WINTER ADVENTURE"
601.14 "TEDDY RUXPIN'S BIRTHDAY"
601.15 "GRUNDO'S SPRINGTIME SINGTIME"
601.16 "DOUBLE GRUBBY"
601.17 "ONE MORE SPOT"
601.18 "THE MEDICINE WAGON"
601.19 "AUTUMN ADVENTURE
601.20 "THE DAY TEDDY MET GRUBBY"
601.21 "UNCLE GRUBBY"
601.22 "THE DO-ALONG SONGBOOK"
601.23 "GRUNDO BEACH PARTY"
601.24 "MUSHROOM FOREST"
601.25 "SIGN OF A FRIEND"
601.26 "THE BOGGLEYS"

	Airship	Lullabies	Faded Fobs	Ted & Mudblups	Grubby's Romance	Wooly What's-It	Grunge Music	Ted's Workout	Take A Good Look	All About Bears	Tweeg & Bounders	Missing Princess	Winter Adventure	Ted's Birthday	Springtime Singtime	Double Grubby	One More Spot	Medicine Wagon	Autumn Adventure	Day Ted Met Grubby	Uncle Grubby	Do-Along Songbook	Grundo Beach Party	Mushroom Forest	Sign of a Friend	Lost in Boggley Woods
Teddy	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Grubby	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Gimmick	X	X	X	X	X	X	X	X	X		X	X	X	X		X	X	X	X		X	X	X	X	X	X	X
Leota	X					X							X	X											X	
Fobs		X	X					X					X	X	X				X				X			
Sheep		X																								
L.B.		X				X					X		X					X								
Bounders (Harry, Hugo & Spike)		X									X							X			X					
Wooly		X	X			X		X				X	X	X					X		X					
Mudblups				X								X														
Students (Elves, Woodsprites)						X																			X	
Snail					X																					
Karen the Butterfly					X																					
Insects					X																					
Grunges							X						X	X	X				X				X			
Surf Grunges							X																X			
Fuzz									X												X		X			
Koala Bears										X																
Panda Bears										X																
Polar Bears										X																
Tweeg											X		X					X								
Prince Arin												X														
Princess Aruzia												X														
Wizard												X														
Gutangs												X														
Grubby #2																X										
Amanda																	X									
Bug MC																	X									
Other Bugs																	X									
Mrs. Ruxpin																				X						
Frank & Fay Fob																					X					
Eggs & Baby Fobs																					X					
Anythings (This, That, The Other)																								X		
Katie																									X	
Wogglies (Gramps, Wiggs)																										X
Boomer Bass Grunge							X						X	X	X				X				X			

TEDDY RUXPIN SONGS

PROD. #	SHOW TITLE	SONG TITLES	# OF SONGS
601.01	THE AIRSHIP	"Come Dream with Me Tonight,"(TEDDY RUXPIN Theme Song), "My Friend," "Come and Discover"	3
601.02	LULLABIES	"Come Dream with Me Tonight," "Close Your Eyes," "Sleeping Time," "Will You Go to Sleep Before I do," "This Lovely Night"	5
601.03	THE FADED FOBS	"Come Dream with Me Tonight," "Two Hands Are Better Than One," "I Am Proud to Be Me"	3
601.04	TEDDY & THE MUDBLUPS	"Come Dream with Me Tonight," "Warm Up Your Imagination," "The Mudblup Song"	3
601.05	GRUBBY'S ROMANCE	"Come Dream with Me Tonight," "You're Looking Back at Me," "You're Looking Back at Me" Version #2	3
601.06	THE WOOLY WHAT'S-IT	"Come Dream with Me Tonight," "Let's Call It History," "The Wooly What's-It"	3
601.07	GRUNGE MUSIC	"Come Dream with Me Tonight," "Do the Grunge," "There's Rythm Everywhere," Ocotpede Shuffle," "Syncopation Celebration," Surfin' Grundo"	6
601.08	TEDDY'S WORKOUT	"Run and Hop," "Touch Your Toes," "Jump One, Jump Two," "Walk, Walk"	4
601.09	TAKE A GOOD LOOK	"Come Dream with Me Tonight," "Take a Good Look at the World"	2
601.10	ALL ABOUT BEARS	"Come Dream with Me Tonight," "Teddy Bear," "The Polar Polka," "A Koala Knows," "Panda," "My Best Friend Is an Illiop"	6
601.11	TWEEG & THE BOUNDERS	"Come Dream with Me Tonight," "Rich," "Wishing"	3
601.12	THE MISSING PRINCESS	"Come Dream with Me Tonight," "When You're in Charge," "Let's Keep the World Safe for the Children"	3
601.13	TEDDY'S WINTER ADVENTURE	"Come Dream with Me Tonight," "The Snowflakes Are Falling," "This Gift Is for You"	3
601.14	TEDDY'S BIRTHDAY	"Come Dream with Me Tonight," "Let's Sail Away Today," "It's Your Birthday"	3
601.15	GRUNDO SPRING-TIME SINGTIME	"Come Dream with Me Tonight," "Spring Has Sprung," "Fobs Are Gobs of Fun," "Grubby's Roasted Root Stew," "A Happy Sing-Along Song," "I'm an Honorary Grunge"	6
601.16	DOUBLE GRUBBY	"Come Dream with Me Tonight," "Naturally Scientific," "I Like Being Myself"	3
601.17	ONE MORE SPOT	"Come Dream with Me Tonight," "The Bug March," "Do Good Deeds"	3

PROD. #	SHOW TITLE	SONG TITLES	# OF SONGS
601.18	THE MEDICINE WAGON	"Come Dream with Me Tonight," "In My Medicine Wagon," "Medicine"	3
601.19	THE AUTUMN ADVENTURE	"Come Dream with Me Tonight," "Autumn Song," "Make Believe Song," "Pumpkins on Parade"	4
601.20	THE DAY TEDDY MET GRUBBY	"Come Dream with Me Tonight," "Vegetables," "Teddy Ruxpin Is My Friend"	3
601.21	UNCLE GRUBBY	"Come Dream with Me Tonight," "Don't Forget to Sleep," "Sometimes You've Got to Take Your Time"	3
601.22	THE DO-ALONG SONGBOOK	"Come Dream with Me Tonight," (Grubby Sings) "Clap your Hand, Stamp your Feet," "I'm an Octopede," "Around," La-Dee-Da," "The Teddy Hop"	6
601.23	GRUNDO BEACH PARTY	"Come Dream with Me Tonight," "Beach Party," "If the Water weren't so Wet," "The Amazing Mechanical Surfboard," "Boomer the Bass Grunge," "Be Careful in the Water"	6
601.24	THE MUSHROOM FOREST	"Come Dream with Me Tonight," "It's so Hot," "Hide and Seek," "You are an Anything," "You are an Anything" Reprise	5
601.25	THE SIGN OF A FRIEND	"Come Dream with Me Tonight," "It's Nice to Meet You," "The Sign of A Friend"	3
601.26	LOST IN BOGGLEY WOODS	"Come Dream with Me Tonight," "Red and Yellow and Blue," "The Wogglies of Boggley Woods"	3

1. "THE [illegible]SHIP"

CHARACTERS: TEDDY, GRUBBY, GIMMICK, LEOTA
NEW: ALL
LOCATIONS: OPEN COUNTRY, GIMMICK'S VALLEY, LEOTA'S TREE
NEW: ALL
TRAVEL: ON FOOT, AIRSHIP
NEW: AIRSHIP
SEASON: SPRING (WEATHER GOOD, TREES GREEN)

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2. "THE MISSING PRINCESS"

CHARACTERS: TEDDY, GRUBBY, GIMMICK, PRINCE ARIN, THE WOOLY WHATS-IT, WIZARD, MUDBLUPS, PRINCESS ARUZIA, GUTANGS
NEW: ALL (EXCEPT TEDDY, GRUBBY, GIMMICK)
LOCATIONS: GREAT DESERT, MUDBLUP CAVES, A WATERFALL, WIZARD'S, HARD-TO-FIND CITY, KING NOGBURT'S
NEW: ALL
TRAVEL: AIRSHIP, ON FOOT
SEASON: SPRING

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3. "THE FADED FOBS"

CHARACTERS: TEDDY, GRUBBY, WOOLY, FOBS
NEW: FOBS
LOCATIONS: BOGGLEY WOODS, RAINBOW FALLS, WOOLY'S EXTERIOR
NEW: ALL
TRAVEL: FOOT
SEASON: LATE SPRING/EARLY SUMMER (STRAWBERRIES, EVERYTHING GREEN)

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4. "ALL ABOUT BEARS"

CHARACTERS: TEDDY, GRUBBY, KOALA BEARS, POLAR BEARS, TEDDY BEARS
NEW: KOALA BEARS, POLAR BEARS, TEDDY BEARS
LOCATIONS: TEDDY'S GARDEN, WOODS, ARCTIC, JUNGLE, HAWAII, GRUBBY'S BEDROOM, A BEDROOM
NEW: ALL
SEASON: LATE SPRING/EARLY SUMMER (EVERYTHING GREEN)

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5. "TAKE A GOOD LOOK"

CHARACTERS: TEDDY, GRUBBY, GIMMICK, BABY FOB (FUZZ)
NEW: BABY FOB (FUZZ)
LOCATION: GIMMICK'S HOUSE INTERIOR
NEW: INTERIOR OF GIMMICK'S HOUSE
TRAVEL: ALL ACTION IS IN ONE LOCAL
PROPS: GIMMICK'S LARGE REDUCING MACHINE
SEASON: LATE SPRING/EARLY SUMMER (THERE ARE FLOWERS, MUSHROOMS, AND STRAWBERRIES ON THE TABLE)

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6. "TWEEG AND THE BOUNDERS"

CHARACTERS: TEDDY, GRUBBY, GIMMICK, TWEEG, L.B., AND OTHER BOUNDERS
NEW: TWEEG, L.B. AND BOUNDERS
LOCATIONS: TWEEG'S TOWER, GIMMICK'S PORCH
NEW: BOTH
PROPS: ALCHEMY BOOK, WHIRLEY GIG
NEW: BOTH
SEASON: LATE SPRING/EARLY SUMMER (ALL ARE SITTING ON THE FRONT PORCH IN COMFORT. HOWEVER, L.B. STEALS FLOUR AND OTHER PROVISIONS TO MAKE TWEEG'S RECIPE. IS THIS THE RESULT OF THE SUMMER HARVEST THAT GIMMICK HAS LAID BY FOR WINTER?)

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7. "GRUBBY'S ROMANCE"

CHARACTERS: TEDDY, GRUBBY, GIMMICK, KAREN THE BUTTERFLY, AND A SNAIL (UN-NAMED)
NEW: KAREN, SNAIL
LOCATIONS: GIMMICK'S YARD, WOODS, TWEEG'S TOWER
NEW: WOODS
TRAVEL: AIRSHIP
PROPS: PORTABLE REDUCING MACHINE
NEW: PORTABLE REDUCING MACHINE
SEASON: SPRING (WEATHER GOOD, TREES GREEN, BUTTERFLIES COMING OUT OF COCOONS..."THE BUTTERFLIES IN SPRINGTIME WILL LEAD US ON OUR WAY")

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8. "LULLABIES"

CHARACTERS: TEDDY, FOBS, SHEEP, GRUBBY, LEOTA, GIMMICK, BOUNDERS, WOOLY
NEW: SHEEP, BOUNDERS - HARRY, HUGO & SPIKE
LOCATIONS: TEDDY'S BEDROOM, BOUNDERS' BEDROOM, EXTERIORS/MOON
NEW: TEDDY'S BEDROOM, BOUNDERS' BEDROOM, MOON
TRAVEL: AIRSHIP
PROPS: BEDTIME STORYBOOK
NEW: BEDTIME STORYBOOK
SEASON: NONE, EXCEPT THAT BUTTERFLIES ARE SEEN - NICE FOLLOW TO "GRUBBY'S ROMANCE"

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9. "TEDDY'S BIRTHDAY"

CHARACTERS: TEDDY, GRUBBY, GIMMICK, WOOLY, FOBS, LEOTA, GRUNGES
NEW: GRUNGES
LOCATIONS: GIMMICK'S, MIZLEY MEADOWS
NEW: MIZLEY MEADOWS
TRAVEL: AIRSHIP
NEW: AIRSHIP NOW HAS A LAND SAIL, GRUNGE BALL GAME
SEASON: SUMMER (WEATHER GOOD, DANDILIONS GOING TO SEED, "EXPLODING DANDILIONS WILL LEAD US ON OUR WAY")

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10. "GRUNGE MUSIC"

CHARACTERS: TEDDY, GRUBBY, GIMMICK, GRUNGES, SURF-GRUNGES
NEW: SURF-GRUNGES
LOCATIONS: GRUNGE VILLAGE (WOODS), BEN'S BEACH
NEW: ALL, MENTION OF BOUNDERS' PASS & GREAT WALL OF YING
TRAVEL: FOOT
SEASON: SUMMER (RETURN OF SURF-GRUNGES FROM BEACH)

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11. "THE WOOLY WHATS-IT"

CHARACTERS: TEDDY, GRUBBY, GIMMICK, WOOLY, LEOTA, AND ASSORTED ELVES, WOODSPRITE STUDENTS
NEW: STUDENTS (ESPECIALLY ELVES WHICH GIMMICK DOESN'T BELIEVE IN)
LOCATIONS: WOOLY'S (INTERIOR) AND LEOTA'S TREE SCHOOL, GIMMICK'S YARD OR NEARBY AREA
NEW: WOOLY'S INTERIOR, LEOTA'S TREE SCHOOL
TRAVEL: AIRSHIP
SEASON: FALL (STORMY WEATHER, WOOLY'S CARROTS AND OTHER VEGETABLES ARE FULL GROWN, SCHOOL IS IN SEASON...DOES GRUNDO OBSERVE THE SAME SCHOOL SCHEDULE AS EARTH?)

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12. "TEDDY AND THE MUDBLUPS"

CHARACTERS: TEDDY, GRUBBY, GIMMICK, MUDBLUPS
LOCATIONS: GIMMICK'S, GREAT DESERT, MUDBLUP CAVES
TRAVEL: AIRSHIP WITH THE NEW PLYABLE HABITAT... (TENT)
NEW: PLYABLE HABITAT, ANTI-GRAVITY COMPASS, GYRO-DISTINGUISHER (ALL GIMMICK'S INVENTIONS) (ALSO MENTIONED IN SONG: TUBE FAN, SLOW BUG CATCHER)
SEASON: LATE FALL (STORMY WEATHER, LOTS OF RAIN AND...HAS GIMMICK INVENTED THE TENT BECAUSE IT HAS GOTTEN COLD ENOUGH TO NEED IT?)

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13. "TEDDY'S WINTER ADVENTURE"

CHARACTERS: TEDDY, GRUBBY, GIMMICK, WOOLY, FOBS, GRUNGES, LEOTA, TWEEG, L.B.
LOCATIONS: GIMMICK'S (INT.), ALL OVER GIMMICK'S VALLEY, TWEEG'S TOWER (EXT.), WOOLY'S, RAINBOW FALLS, LEOTA'S TREE
TRAVEL: AIRSHIP
NEW: AVALANCHE AND GIFTS OF CLOTHING: GRUBBY GETS 8 MITTENS AND SLIPPERS, TEDDY GETS AN ANIMATED BIRD AND A RAINCOAT, GIMMICK GETS A SCARF AND A HAT
SEASON: MIDDLE OF WINTER (SNOW, COLD, AVALANCHES, ETC.)

SUMMARIES OF SOFTWARES 601.01-601.26
(all except Teddy's Workout)
IN CHRONOLOGICAL ORDER

1. THE DAY TEDDY MET GRUBBY: Teddy and Grubby tell Gimmick about the unusual circumstances of their first meeting. Teddy was planting potatoes by day, and Grubby was harvesting roots by night. Both were somewhat mystified, till they discovered that they were in the same garden.

2. The Airship: Teddy finds a treasure map, and he and Grubby leave Rillonia to search for the treasure. In Grundo, they meet Newton Gimmick and participate in the maiden voyage of the Airship. When the airship crashes into a tree, they meet Leota the Woodsprite.

3. THE MISSING PRINCESS: Princess Aruzia has been kidnapped! Teddy, Grubby, and Gimmick join in the search for her. Along the way, they meet Mudblups, Prince Arin, Wooly, The Wizard, and the Gutangs.

4. FADED FOBS: Why are the Fobs losing their color? Teddy Ruxpin and Grubby try to help the Fobs solve their problem, but when Grubby smears strawberry juice on a Fob, it becomes a sticky situation. When they ask the Wooly What's-It to lend a hand, his approach leaves everyone up in the air... literally.

5. ALL ABOUT BEARS: Teddy and Grubby talk and sing about bears. Everything from Koalas and Pandas to Teddy Bears and even ...Illiops.

6. TAKE A GOOD LOOK: Gimmick uses one of the crystals to build a machine which can shrink things down to a fraction of their original size. Once Teddy, Grubby and Gimmick are tiny, they discover a whole new world in miniature, including whole new dangers.

7. UNCLE GRUBBY: Wooly catches the Bounders playing marbles with some Fob eggs. He chases off the Bounders, but someone has to hatch the orphaned eggs. Grubby comes to the rescue, until the proud parents are found, and the Fob family is reunited.

8. SPRINGTIME SINGTIME: Teddy, Grubby and the Fobs sing at the Grundo Springtime Singtime. They give exhuberant renditions of "Spring has Sprung" and other hits.

9. TWEEG AND THE BOUNDERS: The greedy Tweeg is trying to make gold out of buttermilk, but somehow, his experiments always meet with disaster. His dream of being rich is in serious jeopardy when his mother cuts his allowance. L.B. and the Bounders help him, but at someone else's expense.

10. THE MEDICINE WAGON: When Tweeg runs out of money, he goes into the medicine wagon business. He tricks Gimmick, Teddy and Grubby into giving him vital supplies in exchange for phony remedies. The three friends learn that it's best not to take things from strangers.

11. THE DO-ALONG SONGBOOK: Teddy, Grubby, and Gimmick sing audience participation songs, including "Clap Your Hands, Stomp Your Feet" and "I'm an Octopede."

12. GRUBBY'S ROMANCE: L.B. shrinks Teddy, Grubby, Gimmick and the airship. The wind carries them to an unknown part of the woods. There, Grubby meets a cute caterpillar named Karen, and he is swept off his feet. All eight feet. Grubby may never be the same.

13. ONE MORE SPOT: When Teddy, Grubby and Gimmick are on a picnic, they meet Amanda the lady bug. They shrink down to bug size, and go with her to the bug fair. Amanda is rewarded with three spots for showing kindness to her new friends.

14. TEDDY RUXPIN LULLABIES: Original songs sung by Teddy only. This collection of lullabies are Teddy's favorites for when it's time to go to sleep.

15. TEDDY RUXPIN'S BIRTHDAY: It's that time of year again. Does Grubby really remember everything about Teddy? Teddy doesn't think so. All of Teddy's friends get together to give him an outdoor surprise party. Everyone participates in a spirited game of Grunge ball.

16. GRUNGE MUSIC: It's hard to sit still with Grunge music. Teddy says he can't dance, but he's in for a surprise.

17. MUSHROOM FOREST: A heat wave prompts Gimmick, Teddy and Grubby to sail to the Mushroom Forest. They are lounging on mushrooms when one of the mushrooms runs away. They follow it and meet the "nothings," who are blessed with the ability to change shape at will. Unfortunately, they are not endowed with any self-confidence. Teddy renames them "anythings," and convinces them that they have a lot to be proud of.

18. GRUNDO BEACH PARTY: Teddy, Grubby, and Gimmick join the Surf Grunges for musical festivities at the shore. Everyone enjoys the swimming except Grubby, who hates getting wet. Gimmick unveils his latest invention, the amazing mechanical surfboard. When Fuzz the Fob is washed out to sea, Grubby swiftly swims out to rescue him. Everyone sings "Be Careful in the Water."

19. DOUBLE GRUBBY: Gimmick uses one of the crystals to create a duplicating device, and Grubby's voracious appetite results in accidental octopede duplication. Teddy and Gimmick are understandably confused, and Grubby quarrels with Grubby.

20. THE WOOLY WHAT'S-IT: Wooly shows just how strong he is. In a storm, Wooly's physical strength saves Leota's Schooltree, and when he joins her class, his inner strength is tested. But if there anything that can make the Wooly What's-It give up?

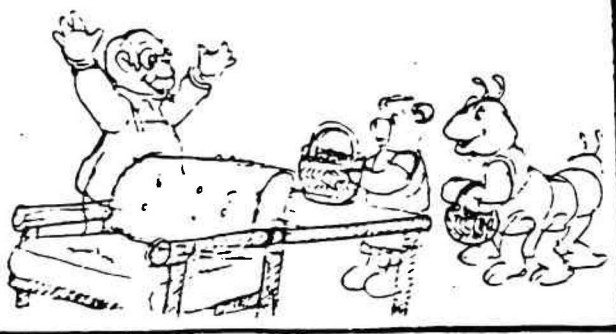
21. SIGN OF A FRIEND: When Grubby eats some "shush bush" on a nature hike, he temporarily loses his voice. Leota teaches Teddy, Grubby and Gimmick how to do sign language. They visit Leota's class, and use sign language to communicate with all the students, including Toby, who is deaf.

22. LOST IN BOGGLEY WOODS: Teddy, Grubby, and Gimmick are painting landscapes in Boggley Woods. Grubby learns about colors. The leaves on one unusual tree change color every few minutes. Gimmick realizes that they have found the Boggleberry Tree, home of the elusive Wogglies. The Wogglies, distant cousins of the Fobs, speak in rhyme and are excellent gymnasts.

23. AUTUMN ADVENTURE: Teddy and Grubby remember about "Make Believe" and surprise their friends with costumes. Gimmick and the FOBS recognize them more easily than Wooly does. Gimmick and Wooly also make costumes, and go with them to meet some spooky creatures dancing in the forest.

24. TEDDY AND THE MUDBLUPS: While testing Gimmick's new storm detector & plausible habitat, the airship crashes in the Great Desert. Teddy, Grubby and Gimmick are captured by Mudblups. They must be clever if they are to escape.

(25) TEDDY'S WINTER ADVENTURE: Teddy enjoys the winter season. Grubby, Gimmick, and Teddy's other friends share gifts and songs around a warm fire. Tweeg is angered by the singing, and attempts to cannonball (cannonize?) them. The report of the cannon causes an avalanche.



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TEDDY
Oh, Gimmick, we're back.

GRUBBY
Yeah, and we got lots of food.

GIMMICK
Oh, good! I'm glad your back. It's amazing! Hee, hee, it's amazing!

GRUBBY
It's amazing that were back?

GIMMICK
No, uh yes, but it's hee hee, my new invention. That's whats absolutely amazing!

TEDDY
that's good Gimmick. What kind of new invention is it?

GIMMICK
Oh, well, it's not really a new invention. No, it's sort of an old invention---no, actually it's more of a discovery---

GRUBBY
(a bit sarcastic)
Oh, then, that explains it.

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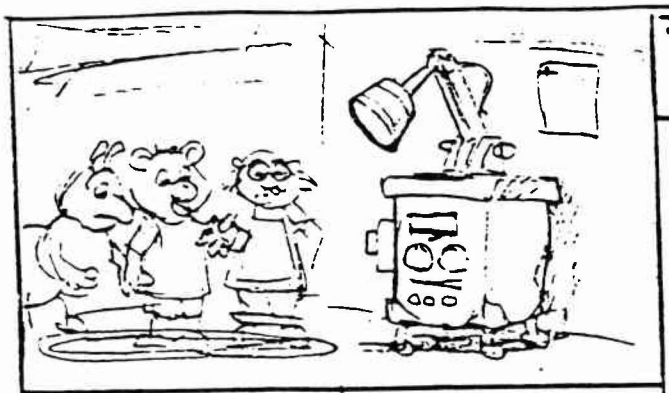

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TEDDY

Gimmick showed us what he was so excited about.

GIMMICK

I think you've seen this invention before. It was my artificial sunlight machine. I was never quite able to get it to work properly, though.

GRUBBY

Yeah, that figures.

TEDDY

Grubby, stop that. Go on Gimmick.

GIMMICK

Well, this morning after you left, I was looking at those crystals from the ancient hard-to-find city.

TEDDY

(anxious)

Yes-----

GIMMICK

As you know, we were never able to discover what they were for.

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GIMMICK
Then this morning I decided to plug a crystal into this machine. And it started to work!

TEDDY
(enthusiastic)
Does it make sunlight?

GIMMICK
No, the crystal turned it into a kind of----ah----reducing machine.

GRUBBY
How many pounds you plan to loose, Gimmick?

GIMMICK
No, you don't understand. It's not that kind of reducing machine. You see, anything inside of this white circle will be reduced to a fraction of it's normal size.

TEDDY
Anything?

GIMMICK
Yes, according to my tests, anything. Except for copper, bronze and certain alloys. You don't have any copper, bronze or alloys on you, do you?

TEDDY
No, I don't think so. Why do you ask?

GIMMICK
Well, I've tried the machine on many things this morning. Now I want to try it on people.

CONT

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GRUBBY
(apprehensive)
What people?

GIMMICK
Us. The three of us.

GRUBBY
Teddy, I think I'll go out and pick some more strawberries.

GIMMICK
Don't worry, my boy. According to my calculations, there should be no problems.

TEDDY
Come on Grubby, let's give it a try.

GRUBBY
(nervous)
Why don't you guys stand on the circle and I'll operate the machine?

GIMMICK
That's all right Grubby, I can operate the machine with this remote control device. When I push the red button we will shrink down to less than an inch high. Then when I push the green button we will return to our normal size.

TEDDY
O.K. Lets go. Come on Grubby, get in the circle.

GIMMICK
All right everyone ready? Here we go!

EFX: Toot, Whistle, Plunk & Boing.

END

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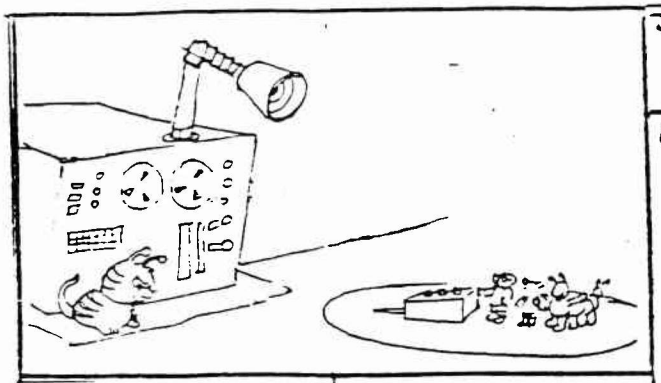

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GRUBBY
(excited)
It worked! It actually worked! I don't believe it!

TEDDY
(to child)
Gimmick's machine really did work! We were tiny. It was amazing!

GIMMICK
Yes...yes...everything went according to my calculations.

TEDDY
Gimmick, I wonder why that remote device didn't shrink like we did?

GIMMICK
Hmmm...yeah, that is curious.

TEDDY
What's it made out of?

GIMMICK
Copper, bronze and certain alloys.

GRUBBY
Do you suppose that's why it didn't shrink?

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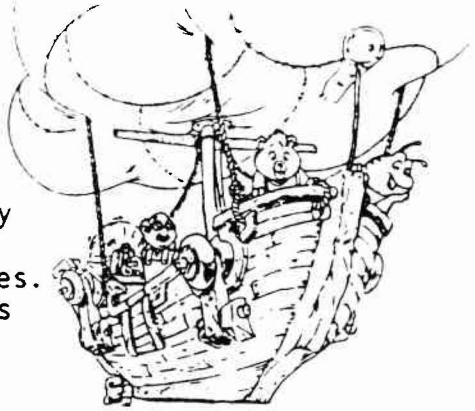
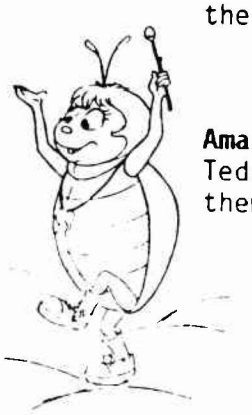
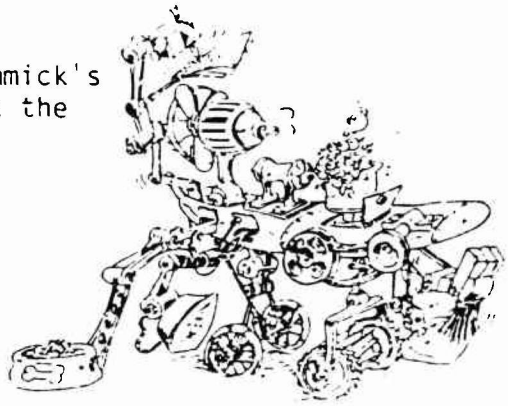
GRUNDO GLOSSARY



Airship: (601.01 and others) Gimmick's amazing invention, which is perfected with help from Grubby and Leota in 601.01. It is Teddy, Grubby and Gimmick's mode of transportation in their adventures. In 601.14, Gimmick invents a landsail which enables the Airship to travel on land.



Amanda the Lady-Bug: (601.17) A friendly, leading lady kind of bug. Teddy, Grubby, and Gimmick meet her while on a picnic, and she takes them to the annual Bug Fair. (see Annual Spot Award and Bug Fair).



amazing mechanical surfboard: (601.23) Gimmick's multi-purpose invention that is described in the song "The Amazing Mechanical Surfboard."

Annual Spot Award: (601.17) Lady Bugs who have done really good deeds during the year are awarded a new spot at the annual Bug Fair. According to Amanda the Lady Bug, "It's the most important thing in a Lady Bug's life." At the fair, the Bug Master-of-Ceremonies announces the awards, and a bug artist paints the black spots on the Lady Bugs' backs.

anti-gravity compass: (601.04) This is Gimmick's compass which has never actually worked in a software. This slight malfunction leads to the assessment "we're headed due that way."

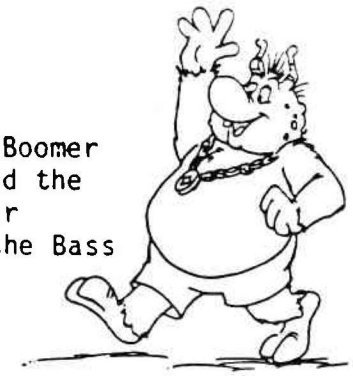
Anythings: (601.24) Very shy creatures who live in the Mushroom Forest. "This", "That" and "The Other" are all Anythings. Anythings can change their own shapes and colors into...well, almost anything. They excel at hide-and-seek. They used to call themselves "Nothings," and had no self-confidence. Teddy renames them "Anythings," and their confidence improves immeasurably.

Prince Arin: (601.12) The son of King Nogburt. Prince Arin is on a journey to find his missing sister, Princess Aruzia.

Princess Aruzia: (601.12) The daughter of King Nogburt and sister of Prince Arin. In "The Missing Princess," no one is sure who has taken her from her home or why.

artificial sunlight machine: (601.09) An invention that Gimmick was never able to make work. He plugged a crystal from the Hard To Find City into it, and it became a reducing machine, able to shrink anything except copper, bronze, and certain alloys to a fraction of its original size. It is the first machine made by Gimmick to be powered by a crystal. Gimmick makes a portable model which is used in "Grubby's Romance", and "One More Spot."

Ben's Beach: (601.07, 601.23) See map of Grundo. The beach on the eastern coast of Grundo with the gnarliest waves around. Ben was the ancient Grunge who pioneered surfing with a log.



Boomer the Bass Grunge: (601.23 and others) Boomer plays the horn in the Grunge band. Boomer and the other two musicians are the Grunges that appear regularly in the software. The song "Boomer the Bass Grunge" is about Boomer and his low voice.

Boggleberry Tree: (601.26) The home of the Wogglies. They prefer to live as close as possible to their favorite food, Boggleberries. Teddy surmises that "Different branches of the Woggley family live on different branches of the Boggleberry Tree." When visitors approach, the Wogglies will only leave the tree if the visitors say "Ogglie Ogglie Woggley, come out, come out, come out." The leaves of the tree change color every few minutes. Paint made with ground up Boggleberry Tree leaves also changes color. The color of the paint is called "woggleboggle."

Boggley Woods: (601.03, 601.26) See map of Grundo. In "The Faded Fobs," Teddy and Grubby are picking strawberries in Boggley Woods when they meet the faded Fobs. In "Lost in Boggley Woods," Teddy, Grubby, and Gimmick are painting pictures of the gorgeous fall leaves there, and they meet the Wogglies.

Bounder Pass: See map of Grundo. In the TV special, the Bounders chase Teddy and Grubby through Bounder Pass. The Bounders live there in caves. No one is sure how the pass got there. Perhaps the mountain split in an earthquake, or perhaps, as the Grunges say, ancient Bounders gnawed through the cliffs in search of a seafood restaurant. (see "Bounder" character description.)

Bug Fair: (601.17) An annual event in the forest. The fair features, games, rides, contests, a bug circus, and new spot awards to the Lady Bugs. (see "Annual Spot Award").

Bug Master-of-Ceremonies: (601.17) Bug MC for short. This bug announces the spot awards at the annual Bug Fair. (see Annual Spot Award).

buttermilk: (601.11) Tweeg is constantly trying to make gold out of buttermilk, using a recipe for buttermilk donuts that he got mixed up with a formula for making gold.

crystal: (601.5 and others) Crystals made by the ancient Illiops when they lived in The Hard to find City. Discussed, in "A Historical Overview," p. 1-2, 5-6. Six crystals are found by Teddy and friends in the TV special. Each of the six crystals has an amazing power. In 601.9 Gimmick finds that plugging a crystal into the "artificial sunlight" machine makes it a reducing machine. A second crystal is used in 601.16 to make a duplicating machine. A third crystal can create oxygen in a vacuum, and a forth has anti-gravity powers. As of software 601.26, Gimmick has not yet discovered these abilities, or the powers of the final two crystals.

Elf: (601.06, 601.25) A small creature that evolved from the Perloon. (See "Evolution in Grundo," p. 1). As of 601.26, the only mention of Elves is in "The Wooly What's-It". Leota says that her students at the School Tree are "Woodsprites and elves," and Gimmick responds, "There is no such thing as an elf." Elf students are seen in "The Wooly What's-It", and in the final picture of "Sign of a Friend." Most of Leota's students are Woodsprites, since the Elves live in the Mushroom and Moss Forests, and it is too far to commute to the School Tree. A few Elf students board with Woodsprite families and go home on weekends.

exterior repast: (601.17) Gimmick's complex name for a picnic, as in "I suggest that we assemble some assorted sustenance and depart for the purpose of an exterior repast."

Fobs: (601.02 and others) Colorful, furry little creatures who love to hang around and watch what's going on. They are distantly related to Wogglies. (see Rainbow Falls).

Frank and Fay Fob: (601.21) The parents of the three lost eggs in "Uncle Grubby." They share information with Gimmick for his book about Fobs.

Fuzz: (601.9 and others) An orphaned baby Fob who lives with Gimmick. He is a house guest, rather than a pet, and is free to leave whenever he wants to.

Gimmick: Newton Gimmick is an expert at many things...or so he believes. He is a self-proclaimed inventor. So, he spends most of his time dreaming up new and wonderful things...which usually don't work or have been invented long before by someone else. Gimmick has a tendency to be a bit puttery and vague.

Gimmick's Valley: See map of Grundo. For a long time, no one lived in Gimmick's Valley, and no one but the Bounders went there. The gloomy tower overlooking the valley was said to be haunted, and the Bounders roaming about added to the valley's reputation for bad luck. Everyone stayed away from the valley, and this was ideal for Gimmick, who needed solitude for productive inventing.

Gramps Woggly: (601.26) The Woggly patriarch and spokesman. (see Wogglies).

gravitational body extender thing-a-ma-bob: (601.18) A rock tied to a stick that Tweeg sells to Teddy, promising that it will make him taller. The rock just gives Teddy bumps on his head.

The Great Desert: (601.04, 601.12) See map of Grundo. Mudblups live in caves in the eastern part of The Great Desert. Coal is abundant in some parts of the desert, especially in the entrances to Mudblup caves. Although no trees grow in the desert, root plants and berry bushes can be found.

Grubby: Grubby is Teddy's best friend and joins him in all of his adventures. Grubby is an Octopede, which means he has eight feet... or hands, depending on how you look at it. Grubby sees the funny side of most situations. He is a bit more skeptical than Teddy, but always ready to lend a hand.

Grundo: See map of Grundo. The continent to the north of Rillonia.

Grundonian: 1. Someone who lives in Grundo. 2. Of or pertaining to Grundo.

Grundo Springtime Singtime: (601.15) A festival held in Grundo every year at the beginning of Spring. The festival features musical performances, carnival games, and junk food.

Grunge: (601.07 and others) Of all the creatures in Grundo, none are more fun loving and gentle than the Grunges. While other creatures were industriously creating various social and physical infrastructures, the Grunges were hanging out and enjoying nature. However, this is not a Little Red Hen story. In their unique fashion the Grunges expended a lot of creative energy. The Grunges refined hanging out to a fine art form. They became so attuned to the vibrations of nature that they sprouted antennae.

They are semi-nomadic, and explored all parts of Grundo. They found unusual serenity in the soggy environs of Woodly Bog, and lived there for quite a while. They developed warts from hanging around with some of the slimier Bog residents. Grunge explorers helped Theodore and the Illiops find Bounder Pass, when they emigrated to Rillonia. Grunges invented surfing, Grungeball, and most Grundonian popular music. Grunges live all over Grundo. These days, the highest concentration of Grunges is in their village in The Jungle With No Name.

Gutangs: (601.12) An evil army of iron clad warriors. See "A Historical Overview ," pages 3-7. They hold Princess Aruzia prisoner in "The Missing Princess."

gyro distinguisher: (601.04) An invention that Grubby gets oatmeal on. Only Gimmick knows exactly what this device is supposed to do.

Hard to Find City: (601.12) See map of Grundo. In "The Missing Princess," Teddy, Grubby, Gimmick and Prince Arin journey to the Hard to Find City to rescue Princess Aruzia. The Gutangs now control the city. Long ago, it was built by the Illiops. (see "A Historical Overview " p. 4-7, and "The Rillonian Crystal Celebration.")

Illiop: A creature resembling a teddy bear. The first Illiops came from the crossbreeding of the northern Rux and the southern Bear, and were originally native to the area now called Ying. Currently, all known Illiops live in Rillonia, except for Teddy Ruxpin, who is adventuring in Grundo.

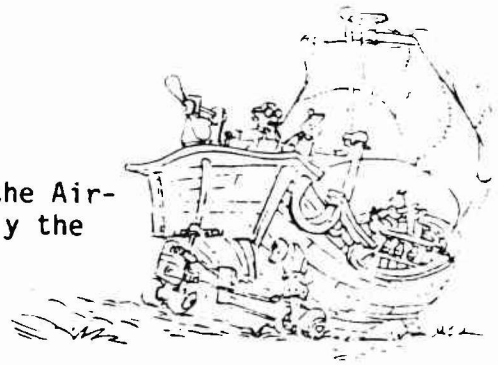
Illiper: See evolutionary chart, and "Evolution in Grundo." A species which evolved from the Illiops. Arin, Aruzia and Nogburt are Illipers. Most Illipers live in the Kingdom of Grundo, ruled by King Nogburt. (see "King Nogburt"). The Illipers lived further from the meteorite than the Illiops did, and therefore did not develop the technological expertise of the Illiops. However, under King Filbin, a close alliance between the Illiops and Illipers was established which endured for many generations. The Illiops shared their knowledge with the Illipers in exchange for food and other supplies. When the Gutangs launched their surprise attack on the Hard to Find City, a key element of their strategy was to vanquish the Illiops before Illiper reinforcements could arrive. Teddy and Prince Arin instinctively rekindle the ancient alliance between their species when they meet in "The Missing Princess".

Karen: (601.5) A caterpillar that Grubby falls in love with at the bug annual spring dance. She turns into a butterfly, and shows Teddy, Grubby and Gimmick the way back to Gimmick's house.

Katie: (601.25) A deaf Woodsprite in Leota's class. She taught Leota sign language.

L.B: (601.02 and others) L.B. is a Bounder...A kind of annoying little creature with lots of teeth. L.B. stands for Lead Bounder. L.B. and the other Bounders serve as sort of henchmen to Tweeg. It can be argued that L.B. is smarter than Tweeg and he has long since learned that Tweeg isn't playing with a full deck. The question of why he continues to hang around and work for Tweeg is one that may never be answered.

Leota: (601.01 and others) Leota is a typical Woodsprite. She is bright, sparkly, and independent, with a helpful attitude and a knowledge of aerodynamics. Leota is the teacher at the School Tree.



land sail: (601.14) A sail which enables the Airship to travel on land. The sail is actually the air bag, lowered from the yardarm.

Land of Ying: See map of Grundo. The region north of the Wall of Ying. See "A Historical Overview." It should be noted that there is nothing inherently evil about the Land of Ying. It's just that almost all the creatures who weren't evil moved away.

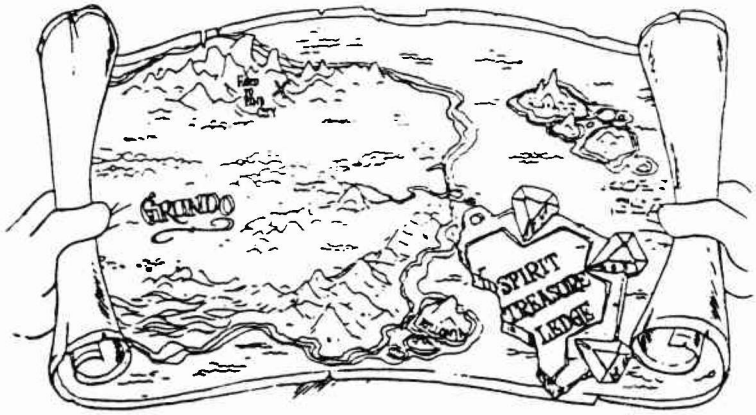
Lorenzo: (601.18) When Tweeg and L.B. visit Gimmick's house, they wear disquises so they won't be recognized. Tweeg calls L.B. "Lorenzo." L.B.'s Lorenzo disguise is a moustache and brown hat.

Louie: The Wizard's primary source of information about what's taking place in and about Grundo. Louie's news gathering abilities and, in fact, the equipment he uses, do not seem to follow the same rules as the rest of the things in Grundo. He was in the TV special, but as of 601.26 has not appeared in a software.

magic gunk: (601.18) A bottle of mud that Tweeg sells to Gimmick, promising him that it will cure baldness. Flowers sprout in the mud on Gimmick's head.

Make Believe: (601.19) Rillonian custom that Teddy and Grubby bring to Grundo in "Autumn Adventure." Every autumn in Rillonia, they put on funny or scary costumes and surprise their friends. It turns out that the Grunges are already into "Makin' Believe."

map & medallion: (601.01, 601.12) The medallion was made by the ancient Illiops in the Hard to Find City. Theodore, the legendary leader who lead the Illiops to Rillonia, took half of the medallion with him when he left the city. He drew a treasure map, giving the location of the other half of the medallion and the six magic crystals. The map and medallion were passed down in his family until they came into the possession of his descendant, Teddy Ruxpin. (This is discussed in great detail in "A Historical Overview" p. 5-8). In "The Airship, " "The Missing Princess," and the television special, Teddy uses the map to travel from Rillonia to the Hard to Find City. There,the halves of the medallion are connected and the crystals rediscovered.



MAVO: Mavo stands for "Monsters and Villain's Organization." As of 601.26, MAVO has not been mentioned in a software. Most MAVO members are residents of Ying. Tweeg has been trying to get into MAVO for years, but he has never successfully been bad enough to get accepted. Tweeg's mother used to be a MAVO officer, but was asked to resign because her son was such an embarrassment.

MAVO Headquarters: See map of Land of Grundo. When the Gutangs flew over The Great Wall of Ying and conquered the Hard to Find City, they gained fame and respect throughout Ying. Not to be outdone, the Trolls constructed a bridge over the wall, (which was possible, because the Illiops were no longer there to defend it) and built MAVO Headquarters on the southern side of the wall. The Trolls did not actually do the work. They convinced others to do it for them by promising that MAVO Headquarters would be a beachhead for all villains to launch an invasion of southern Grundo. However, MAVO members have never stopped squabbling long enough to organize an invasion. From the start, the Trolls controlled MAVO, and the Gutangs fiercely resented this. The Gutangs insist that they should lead MAVO, since they drove away the Illiops. The top Gutang generals did join MAVO, but they have constantly schemed to take control of the organization. For a while, they started a rival group, MICA. (see MICA).